



S Y S M 3



RTW The... ..

MOJITO
HISTORY IN THE MAKING

SYSTEM 3 SOFTWARE

System 3 Software has an international reputation for breaking new ground and bringing to you, the game player, the very best in computer entertainment.

In keeping with the company's policy of innovation and being a 'front runner' in producing games, we have launched an exciting range of products on cartridge for the Commodore Games Console and Commodore C64 Computer. The advantages of the cartridges to you are:

Greatly enhanced playability through 'instant' loading of our multi-level games.

No more loading problems, it works first time and every time. Also, it is not as fragile as disks and cassettes and will stand up to a lot of continual hard use.

Fully compatible with both the Games System Console and the C64 Computer.

And last, but not least, the extra memory in the cartridge allows us to give you even more entertainment value than before.

MYTH – AN INTRODUCTION

With an established insight into the game players' needs, we aim to bring you products that continue to set new standards for innovative design and give good value for your money. Having again achieved that goal, we are proud to present to you our new game – MYTH.

This atmospheric platform adventure through the mythological eras of time, casts you, the game player, as

the hero, setting the history books straight and stopping the spread of the mighty evil Dameron.

We hope you get as much enjoyment from playing this exciting new product as we had in creating it and we look forward to entertaining you long into the future.

MYTH STORY

Magical tales of intrigue and mystery were spawned thousands of years ago, as the world's civilisations believed that mythological gods and demons carved out the way of the world. They were said to have dealt their own hand in the epic game of life and ruled their domains with cast iron law and powerful sorcery, not known to mere mortals. The subsequent fear of which enabled the gods to mould their own world, like an elaborate game of chess, and pre-ordain the fate and destiny of their minions.

The combination of ruling bodies kept the world in balance and laid the foundations of our history.

Only a mortal can attempt to change the eras of time.

An everyday lad lounges at his desk fully submerged in an article he reads aloud in his complex mind, about Medusa; the terrifying snakes that entwine her scalp, and the shivering coldness of her black-eyed stare as she turns courageous men to solid stone. The lad seems arrogantly amused with what he reads and curls his upper lip in an aggrieved sneer, signalling his resentment at the brash, uninformed way in which his favourite daydreams had been handled.

"This guy's a jerk", rolls off his silver tongue as he hurls the trash magazine into an overused bin. It seems near bursting with a hive of knowledgeable mythological

drawings, screwed up and scribbled out, that weren't quite good enough or didn't depict how a certain fable was meant to annihilate all who dared challenge it or who didn't respect its vital role in the strategic game of life and history. He would spend hours thumbing through books and sketching the theories as he understood them, believing that mythology was for real, believing everything was there for a reason, believing that Titanic gods watched his every move and even played some of them for him so as to ensure that foreseen destiny would indeed take its course.

This guy was hooked, at times he wore blinkers to everyday life, or upset schoolteachers with his hankering on about myths and how they were the only history any of us need learn if we were to ensure the future turns of the world were in the right direction.

Maybe he seemed a little confused, strange to some teachers, but everyone warmed to him. He wore the right trainers, the right jeans, he hung out with the right guys, danced to the right music. His cockiness and arrogance was a lure to all the best girls in the school and his contempt for those who wouldn't listen to him, shielded him, and gave him a bigger following than the school football captain. This guy was happening, a hero to the younger kids, a thorn in the side of his history teachers and a real worry to his parents who had seen his obsession grow from a passing interest to the only supporting crutch his life seemed to be learning on. This obsession wooed him to sleep at night and led him through everyday life with hypnotic effect. He couldn't wait to get home and lose himself in mythological literature, to draw his favourite characters and to dream of long-fought battles through time itself.

If only he knew. Word of his undying loyalty to mythology had not only spanned the length and breadth of the school playing fields and formed major points of discussion over school dinners, but had astonishingly penetrated the heavens.

The last remaining good Titans had been casting a hopeful net over our planet for some time, a global search that had them clammering for a mortal with character, cunning, and most of all, belief. These great universal dictators had swallowed their pride and had finally succumbed to the fact that their means of rulership was now rapidly becoming a laughing stock. Strong, steadfast beings who aggressively ruled the heavens, the seas, the land, were now in a state of panic.

The evil god Dameron had become a self-appointed leader, turning the skies black with rage and the seas red with the blood of many a god who dared to question his tyranny. Bloodbaths arose in the heavens, death was meeting those who refused to control their part of history in his way and the once seemingly solid temple of this history was now being severely rocked to its very foundations.

The law stated that the great gods could not interfere directly with the destiny of modern history, but that the world's future lay with its past and therefore by changing the past, Dameron will conquer the future and forever destroy mortal life.

An encouraging fire engulfed the eras of time as they found who they were looking for and the discovery of a mortal with such a belief breathed tentative, if not premature, sighs of relief into the soul of our hopeful history.

They were to visit him in his sleep and bargain with his morality, convince him that his relentless pursuit of mythology was to be rewarded by actually meeting the gods he dreamt of, by battling the demons he scribbled on pieces of old paper, by solving the life and death riddles of ancient leaders. He must confront the twisted powers of Dameron and struggle through all the conerstones of time, putting right the evil god's wrong doing and setting the wheels of our history in motion once again in the right direction.

They were to take him through all the mythological eras of time, including Roman, Greek, Norse, Viking and Egyptian. Then onwards towards the greatest challenge no mere mortal, except this one, could ever begin to contemplate, the final confrontation with Dameron. The world's future is at stake and must be brought back to tranquil normality. He must remember his arrogance, he must have faith in the prophecies he tried to enforce upon others.

He must believe that this is HISTORY IN THE MAKING.

CARTRIDGE LOADING INSTRUCTIONS

Please Note.— For commodore C64 Computer owners, the Cartridge slot is located at the rear right side of the machine.

LOADING THE GAMES

1. Turn on the TV or monitor.
2. Make sure the Games System/Computer is turned OFF (Check the ON/OFF switch on the right side of the console). There must be nothing on the TV or monitor

3. With the label of the games cartridge facing you, insert the cartridge into the slot on top of the console. Make sure it is not crooked and fits snugly in the slot.
4. Turn the games System ON.
5. Now consult the games's instructions for 'How to Play the Cartridge'.

COMMODORE C64 COMPUTER OWNERS — PLEASE NOTE.

When switching on your Commodore C64 computer with the cartridge inserted, a BLACK screen appears.

It is at this point that you TYPE in the following text using your keyboard.

SYS (hit spacebar) 3 (hit spacebar) MYTH.

Once this text has been typed in, the Myth introduction screen will appear and you can then start the game.

Please Note.— No text will appear on your screen while you are typing in the above instructions.

IF YOU HAVE A PROBLEM

Problem: Indicator light not on.

Cause: Computer not turned on. Power supply not plugged in.

Solution: Make sure power switch is in ON position. Check power socket for loose or disconnected power cable.

Problem: No picture (TV).

Cause: Incorrect hookup, TV not connected and/or turned on. Cable to TV not plugged in. TV on wrong channel or incorrectly tuned.

Solution: Check hookup with RF socket. Check TV power connection and TV power switch. Check output cable connection to TV. Change channel and/or adjust tuning.

Problem: No picture (monitor).

Cause: Monitor not connected and/or turned on.

Solution: Check monitor connections and power switch.

Problem: Random pattern on screen with cartridge in place.

Cause: Cartridge not properly inserted.

Solution: Turn power OFF and reinsert cartridge.

Problem: Picture with poor or no colour.

Cause: Poorly tuned colour controls.

Solution: Adjust colour controls on TV or Monitor.

Problem: Sound with excess background noise.

Cause: Volume too high.

Solution: Adjust volume.

Problem: No sound, picture OK (TV).

Cause: Volume too low.

Solution: Adjust volume.

Problem: No sound, picture OK (monitor).

Cause: Audio input of monitor audio/Video cable not connected.

Solution: Connect audio cable to monitor audio output.

Problem: Games controller not working.

Cause: Incorrect hookup. Games controller in wrong port. Using wrong games controller for game.

Solution: Check connection at console. Move games controller to other port. Check to make sure you are using the correct controller.

If you still have problems, consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and you have checked all of your hardware for possible faults, may we suggest that you return the game to the place of purchase.

Customer Enquiries/Technical Support
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KEYBOARD CONTROLS

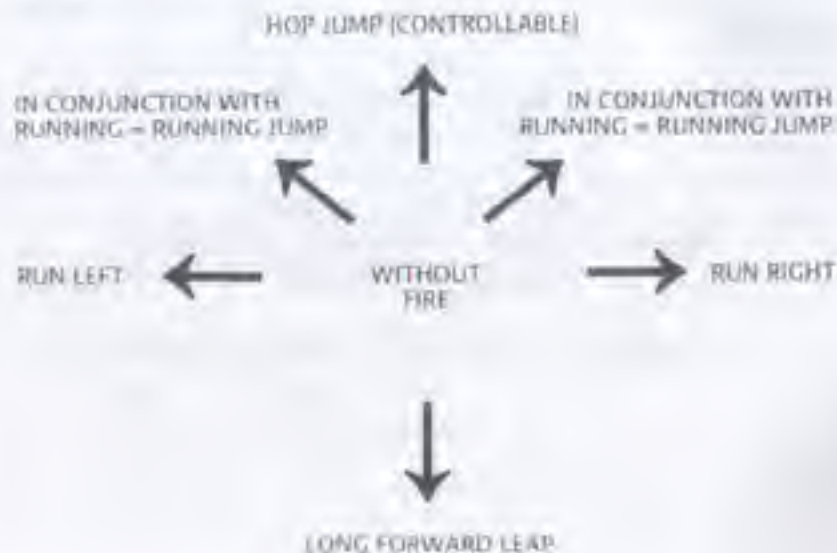
For Commodore C64 Computer Owners Only

Greater than / less than (on , and .) – Cycle through icons in window.

- Space bar – Select weapon to use from middle window.
- Press at beginning of each level to continue with weapon.
- P – Pause the game.

The game can only be played on this format with a joystick.

BASIC MOVEMENT



FIGHTING MOVEMENTS

All Fighting Moves are actioned using the TOP BUTTON
(In Manual)



NOTE.— Directions are for facing right. When facing left,
reverse all directions.

NOTE.— Some Weapons have to be worked with Fire
Button in conjunction with joystick movement.

Weapon Select: Keep **BASE** button pressed and move joystick left or right to toggle through weapon windows.

Weapon use after Selection: Once relevant weapon is selected in status area window, keep **BASE** button pressed and press **TOP** (on handle) button at the same time.

NOTE.— At certain stages in the game it will be necessary to have previously selected the weapon you want to use next in the status area. This then allows you to **PRESS TOP AND BOTTOM BUTTONS** only when you need to use that weapon in a split second at certain stages in the game.

COMMODORE C64 COMPUTER JOYSTICK CONTROLS

All joystick controls for the C64 computer are identical to those previously illustrated for the Commodore Console and therefore all joystick moves associated with **press a button** are compatible with whatever joystick you decide to use.

GENERAL TIPS

The first aspects of the game you should **MASTER** are the **JOYSTICK** controls. The highly interactive nature of the game is required because of some of the **COMPLEX MOVES** the main character has to perform. A high level of competence at the controls will enhance your game play **CONSIDERABLY**.

Because of the adventure elements, our second suggestion is that you should get into the habit of **RECORDING** what happens on each screen. This will enable you to obtain **HIGHER SCORES** with repeated play.

The last point is, **NEVER** take anything **FOR GRANTED** – some things are not as they appear. Be curious, nosy, etc. and examine everything.

STATUS AREA DEFINITION



- SCORE** – Current score.
- ITEMS** – Shows what have been collected “greater than” and “less than” keys-cycle through them. Space bar selects item in middle window to use.
- ENERGY** – Shows you energy as beads which change colour as it is drained. Resets to maximum once life is lost and game restarted.
- LIVES** – Appear in number form (up to nine).

In the spirit of all good adventures . . . **WE HAVE NOT TOLD YOU THE WHOLE STORY . . .**

PLAYING GUIDE TO LEVEL ONE

If you are experiencing any difficulty on getting into the style of play needed in this game, the following details outline all the puzzles and objects you encounter in the first level and should help you master the rest of the game.

1. Kill Harpies (small green flying dragons) throughout the game which drop EXTRA ENERGY and valuable FIREBALLS.
2. Use fireballs to kill skeletons until one of them drops a SWORD.
3. Use sword with various moves shown in 'Joystick Controls' to fight your way deeper into the game. CUT DOWN HANGING SKELETON.
4. Make your way down to the bottom of the cavern where the now freed skeleton has to be killed and his skull must fall into the flames.
5. A DEMON then rises from the flames and can only be destroyed with FIREBALLS.
6. Pick up demons TRIDENT for use later in the game. Note.— The trident is only ONE SHOT so care must be taken to use it wisely.
7. Make your way to the top right in the cavern where you will be confronted by the CHIMERA (a three headed demon). This can only be killed by using the TRIDENT and it is advisable that the trident is already selected just before you confront the Chimera.
8. Continue your adventure by slaying enemies with the sword until you reach the feminine NYMPH. Approach her ONLY when she beckons or when her hand is flat. Be very cautious and once close enough,

KNEEL down, this changes the Nymph into an extra energy bead, vital for later stages of the game.

Note.— When she holds her hand up in front of you, move back again until she beckons you to again try and move in.

9. On reaching the ARCHILLES statue, attack the HEEL with either fire balls or sword and this will eventually cause Achilles to crumble, leaving only his SHIELD which, when picked up, allows you to run past all remaining enemies at this particular stage.
10. At this stage of the level, extra care must be taken with the joystick controls. Once these are mastered gameplay should become easier. MEDUSA is around here and her eye bolts are lethal and will turn you to stone. Make sure you have selected the SHIELD prior to running into Medusa and then use it carefully to deflect her eye bolts as you make your way across the platforms to stand alongside her.
Note.— The shield must be RAISED to deflect her shots and not just held.
11. When she looks away quickly select **SWORD** and attack her neck.
12. Pick up MEDUSA HEAD to use in your final confrontation on this level. The huge three headed HYDRA stands between you and level two. Use Medusas head in conjunction with the FIRE BUTTON and attack each Hydra head individually.

On destroying the HYDRA, level one is complete and you should now be capable of confidently tackling the ever increasing hazards that will now greet you every turn throughout the rest of the game.

GOOD LUCK You're going to need it.

NINJA

Also Available

3

NINJA



MMA
HISTORY IN THE MAKING

WENDETTA



FOR THE OTHER SIDE

S Y S T E M



NINJA
Remix

S V S I E M